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XOR Corporation

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Alles in ein

Folder platten.

Ja



Handleitung + passwords
Mac Ski

David A. Cook

Tom Zehner

For Our Parents...

XORTM
CORPORATION

Wouter
Thalen.


Minneapolis, Minnesota



MacSki Disclaimer

Skiing is an exciting, yet dangerous and risky sport. MacSki is designed for entertainment purposes only, and should not be used as your sole source of training or educational materials.

NOTE: Double-Click on the MacSki - Read Me file (located on the Color Data Disk) for additional information not included in this User's Manual.



The MacSki Experience

Your neon racing skin clings to your body. Below you lies a course designed to test every skill you have. You inhale one last blast of thin mountain air, and kick-start the clock with a lunge through the starting gate. The 60 degree incline leaves little room for failure, and the crowd noise falls away as you accelerate down the valley. Your body burns as you maintain your tuck through every turn. As you cross the Finish Line, you raise your arms in triumph knowing you have set a time others will never match. Leaning back on your poles, you remove your goggles and gloves, and select Quit from the menu. There is work to be done, but MacSki will wait for your return... knowing you'll be back.

Getting Started

To begin using MacSki, you'll need the basic computer skills described in your Macintosh manuals. If you are not familiar with the standard operation of a Macintosh, please review these manuals before you get in the MacSki lift line!

MacSki comes on two 800K disks – the Program Disk and the Color Data Disk. The Program Disk contains the application program and one-half of the course files, the Color Data Disk contains color pictures and the remaining course files.

Please note: MacSki does not include the system files required to start your Macintosh.

For your convenience, you may copy the MacSki disk(s) to your hard drive. MacSki uses a manual-based copy protection scheme, so keep the manual nearby.

To start MacSki, double-click on the MacSki icon.



Double-clicking on a course and load the selected course.



icon will start MacSki

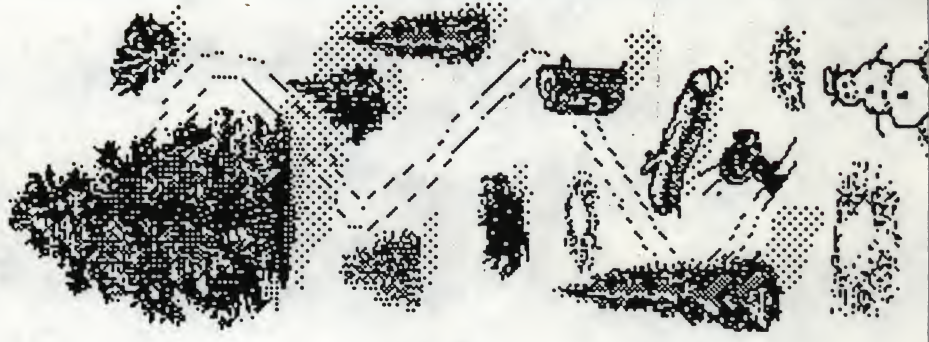
How to MacSki

The main objective of MacSki is to get from the top of the course to the bottom of the course in the shortest amount of time.

You control the skier's movement down the course using the mouse. Moving the mouse to the left or the right causes the skier to turn in that direction.



As you'll quickly find out, there are a large number of objects spread around each course. Avoiding these objects will greatly reduce the amount of time it takes you to complete the course.



In addition to turning left and right, you can also speed up and slow down. To speed up, press the mouse button or the Get-Up key (normally the Down Arrow key). Don't bang away at the button...get into a rhythm of letting the skier plant his poles and push off. One or two pushes will normally get you up to speed.



If the skier has assumed the tuck position, pressing the mouse button or the Get-Up key will have no effect.



To slow down, press the Slow-Down key (normally the Up Arrow or the Spacebar key). The skier will assume a Snowplow position which will slow him down accordingly.



Moving the mouse up or down on the mouse pad will also cause the skier to slow down or speed up – but not as efficiently as the Speed Up or Slow Down keys.

Should you happen to run into an object, you will surely wipeout!



The time it takes to recover from a crash is determined by how fast the skier was going, and how many times the skier has already fallen. To get up from a fall, press the mouse button (or the Get-Up key) until the skier stands up. The faster you click, the sooner you'll get past the moaning and on to some real skiing!

Our recommended skiing form is: one hand on the mouse, one hand on the Slow-Down key (Up Arrow or Spacebar), and a finger on the mouse button (to Get-Up or Speed Up).

On the Course

To track your progress on the course, a timer will appear in the lower right-hand corner of the screen. The timer provides an accurate count of how many minutes, seconds, and milliseconds you have spent on the course. Time spent while the game is paused is not counted. *The timer will not appear if you are in Practice mode.*

1:07.46

1:10.59

When you approach the midway point of the course (assuming the course has been skied before), a "split time" will appear. The split time is the time that the best skier on the course had at the same point on the course. When you pass the midway point, the split timer will change to display the difference between your time and the best skier's time, indicating how close you are. A positive (+) time indicates you are that much slower than the best skier. A negative (-) time indicates you are skiing faster than the best skier so far.

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2ND
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The split time gives you a good indication of how much time you need to make up, or how much breathing room you have to set a new course record. A small number will also appear between your time and the split time which indicates your position within the top five skiers list.

The cursor is not visible while you are skiing. To make the cursor appear so you can access the menus, press the Pause key (normally the back-apostrophe key), the escape key, or command-P.

In general, the faster you ski a course, the better skier you are. However, some courses require that you **accomplish certain tasks** on your way down to **avoid time penalties**. When a course is designed, a scoring method is associated with it. There are seven ways a course can be scored:



Timer Only – The fastest time down the course wins.

Ski down the course avoiding as many obstacles as you can.



Slalom – Ski around single flags.

Ski down the course alternating the side of the flag you turn around.



Giant Slalom – Ski around gates.

Ski down the course alternating the side of the gate you turn around.



Downhill – Ski through flag pairs.

Ski down the course passing through the middle of each flag pair.



Snowmen – Destroy every snowman.

Ski down the course exploding every snowman you find.



Penguins – Run over every penguin.

Ski down the course squashing every penguin you find.



Stonehenge Arches – Ski through each arch.

Ski down the course passing through the middle of each arch.

As you cross the Finish Line, your time will be compared against the top five times for the course. Should your time warrant being in the top five, you will be asked to enter your name into the Top Five Skiers list.

Menu References



About MacSki...

About MacSki...

Displays the game credits and a few semi-amusing anecdotes about the development of MacSki.

File

| | |
|--------------------|----|
| Open Course... | ⌘O |
| Get Course Info... | ⌘I |
| Course Overview... | ⌘= |
| Top Five Skiers... | ⌘T |
| Course Editor | ⌘E |
| Quit | ⌘Q |

Open Course...

MacSki normally uses a course called "Algorithmia," so named because it consists of randomly placed obstacles. Choose "Open Course..." when you want to ski an existing course. All premade courses are found on the MacSki Program Disk. Select the desired course and click on the Open button.

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Weather...

During everyday skiing, or when attempting to set a new high score, you should keep all weather conditions set at normal. When you have mastered a course and want more challenge, or simply want to show-off to another MacSkier, fool around with the various weather settings. Selecting the “Normal” button returns all weather conditions to their factory settings.

Practice

While your skier is on the course, you cannot change skis or weather conditions. Choosing Practice allows you to change both, however, it disables the recording of high scores and the display of the timer. Should you fall while practicing, you can get up immediately. Use Practice to get a feel for a course and to test different skis.

Repeat

Algorithmia, the built-in random course, is normally recreated each time it is skied. By selecting Repeat, the course will stay the same until Repeat is turned off. This allows several people to compete on the same random course.



Other

| | |
|-------------------------|----|
| Define Keys... | ⌘D |
| User Options... | ⌘U |
| Advertisement... | |
| Restore Normal Settings | |
| All Sounds | ⌘A |
| Just Important Sounds | ⌘J |
| Mute (No Sounds) | ⌘M |
| Pause | ⌘P |

Define Keys...

If you don't like using the mouse to ski, or would like to change the pre-assigned keyboard keys, Define Keys displays a list of the keyboard controls. To change a control, click on it, then press the key you would like to use instead. Selecting the "Normal" button returns all keyboard controls to their factory settings.

User Options...

Allows you to set a variety of MacSki play characteristics.

Advertisement...

TaskMaker is an action/adventure game written by the MacSki developers. This shows a short description of it.

Restore Normal Settings

MacSki remembers all user settings and options. Choosing this item restores all options to their factory settings.

Notes:

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